Subject: Chat with Andrew Stein
From: Andrew Stein <steinlink@gmail.com>
To: barriticus@gmail.com

Andrew: hey hey hey
me: oh, oh
Andrew: so I decided I need a game to play
me: victoria 2, eh?
Andrew: I'm thinking about giving an MUD another shot
Andrew: how's that gemstone?
me: really?
me: I've been playing it
Andrew: no, fag
me: fag
Andrew: hahahaha
Andrew: gemstone is gay, and you *always* fall for that
me: faggot jew faggot
Andrew: you were all like "really? please be my gemstone friend, im so lonely!"
me: SHUT UP
Andrew: seriously though
Andrew: I hear victoria 2 is coming out
Andrew: when?
me: 13th
Andrew: the nerds are in a clamor
me: no, they're busy with Starcraft 2
Andrew: ah, theres truth in this
me: only a subset of nerds is in a clamor on this one
Andrew: whats new to justify the dev time?
me: all kinds of stuff
me: new engine of course, revamped political system
me: everything, really
Andrew: honestly
Andrew: the thing that turns me off on those games is that they feel too much like a board game
me: well, maybe Europa Universalis does
me: Victoria doesn't
Andrew: how large is the map?
me: larger than last
me: I'm not sure exactly
Andrew: as far as world coverage
me: the Hearts of Iron 3 map had like 10,000 provinces

me: covers the whole world